AIGINA'S PROPHECY ™

For the Commodore

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JOYSTICK INSTALLATION & OPERATION

A joystick is required for this game. Connect your joystick to either port 1 or port 2.

TITLE SCREEN

Move the joystick up or down to select **START** or **PASSWORD**. Press the joystick **button** to start the selected option.

GAME PLAY

- Pressing the joystick **button** will make the hero character (Jason) jump.
- Pressing the joystick **button** and moving the joystick up will make the hero jump higher.
- Moving the joystick **left** will move the hero left.
- Moving the joystick **right** will move the hero right.
- Moving the joystick **down** allows the hero to pick up objects.

GAME PLAY

Your objective is to escape from enemy attack in six underground areas, and, in the process, collect treasure chests and various valuable objects.

You will find that there are people in the shrines whose knowledge includes information invaluable to you in solving the riddles of **Aigina's Prophecy**. You will also need to collect five stones that together form the Aura Star. Only the power of Aura can defeat the Dark Comet and save Earth.

The game starts with the following map on the screen.

King's Tomb   Ancient Balba Palace   Gaza Forest
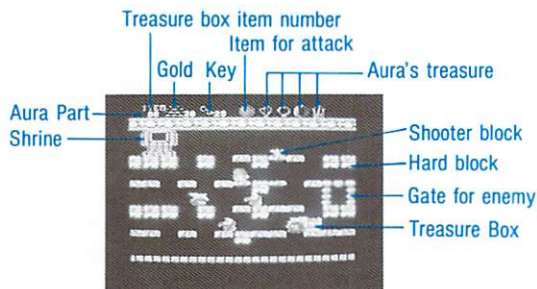Lake Ralu   Gize Cave   Town of Gauce

An open door on the map is the entrance to the underground. When you clear the area, the next door will open to let you in. Take Jason to the door.

- Find an entrance to an oracle's house on the map. A Shinto priest gives you a password.
- There are several riddles on the map. You must solve these riddles before you can go on to the next underground area.

THE UNDERGROUND

There are six underground areas. Each area is made up of three types of rooms; rooms where the enemy lies in wait, hidden rooms, and rooms that are full of traps. You will know that you have cleared an area when you get through Bark's Room and back to the surface.

Numbers and figures on top of the screen show Jason's acquisitions. When the number of beaten enemies reaches a certain point, the entrance to the next room opens with a buzzing sound.

Treasure box item number
Item for attack
Gold Key
Aura Part
Shrine
Aura's treasure
Shooter block
Hard block
Gate for enemy
Treasure Box

FIGHTING THE ENEMY

Jason, an archaeologist, does not possess his own weapons. To fight the enemy he must use weapons hidden long ago by the ancient Balbanians.

<Shooter>

A basic weapon. It is buried in a block. Hit the block from below. The shooter will knock the enemy out within a certain range.

Jump on the shooter and bullets will fly out within a certain range.

The shooter comes out by jumping up and hitting the block from below.

- The shooter is not the only thing hidden in a block. There are other objects that are sometimes buried in the blocks. You should try to locate these other objects.
- Note that **the shooter can be used only once.** An exception is when you return to a room which you have already cleared.

■ Battle Gear

There are several objects that you can use to fight the enemy. They will be hidden in various rooms. If you find such an object, it will greatly enhance your ability to do battle and accomplish your objective in the game.

<Anesthesia>

A secret potion prepared by an ancient Balbanian alchemist-magician. This potion will temporarily paralyze the enemy.

<Confining Ball>

This ball confines and destroys enemies in its proximity.

<Balba Power>

Balba Power releases an aura from Jason's body and destroys evil around it.

The Anesthesia and the Confining Ball can be stored, depending on Jason's condition (status check). But you cannot store both of them at the same time. Use one to take the other. The number of objects that you can store will increase upon acquiring Parts of Aura.

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OBJECTS
\<Gold\>
You need gold in order to talk to a person in a shrine. Some enemies possess gold. Beat them and take the gold. Jason can store up to 99 pieces of gold.

\<Key\>
The key is needed to open a treasure chest. Some enemies will have keys.

\<Aura Star\>
The Aura Star is a star-shaped stone containing the "Aura Power" placed there by the ancient Balbanians. It is made up of five parts. There is an Aura Part in a hidden room of each of the five underground areas. An Aura's Treasure is required to enter the hidden room.

■ Items in treasure chests
(Note: A treasure chest cannot be opened without a key.)
\<Ancient Documents\>
A document which the ancient Balbanians left behind has an important message that will help you fulfill your objective. However, Jason is unable to read this document. His only hope is to go to a shrine and ask for assistance from someone there.

\<Stone Monument\>
A person in a shrine will have a clue about this.

\<Magic Key\>
You need this key to return to the ground level.

\<Old Blank Paper\>
This looks like an ancient document, but there is nothing on it. You cannot ask for assistance with the reading **in the usual way.**

\<Gold Statue\>
Look for a shrine where you can exchange it for gold.

\<Aura's Treasure\>
An Aura's Treasure plays a key role in getting you into a hidden room where an Aura Part is located. The treasure is not necessarily used in the same underground area. Take five treasures to enter all five hidden rooms.

\<Life Star\>
Each Life Star you possess allows you to come back to life. You can retrieve a star from its room over and over (up to a certain limit) simply by leaving the room and then re-entering.

STORING THE LIFE STAR
Initially, you will have two Life Stars. Look for Life Stars and store them! The maximum number that you can store is four **until you obtain an Aura Part**. The number will increase accordingly as you find the Aura Parts.

RIDDLES FROM THE SHRINES

The advice you gain from some very special people in a shrine will help you solve the riddles and, hence, the five Aura Parts.
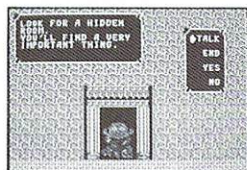

■Getting the most out of your conversation

(1) If you have questions, select "Talk" in the Talk Window. When you have objects in your possession, the Item Window will be displayed on the screen. Select an item.

(2) The answer to your question will be on the comment board.

(3) Every time you ask about an item, you will be asked if a yes/no response is satisfactory.

(4) When you have no further questions, select "End". This will take you out of the shrine.

- Each person in the shrine has a different character. The answers for an object may be different. When you get an undesirable answer, go to another shrine for a question.

- Jason can only hold in his possession a maximum of six objects. Unnecessary objects should be left behind or sold to the person in the shrine. That will give you space to store other objects.

- You need to store gold before going into a shrine since a person in a shrine sometimes requests payment in gold for services rendered.

PASSWORD

There is an oracle's house on the map. If you input a password given to you by a shinto priest in the house, you can restart the game from that point.
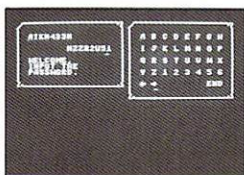
Input the password at the title screen when you restart.

Move the cursor up/down/left/right by moving the joystick up/down/left/right and input by pressing the fire button.

*An incorrect password will not restart the game. **Carefully copy the password on your memo pad and do not lose it!**

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CONTINUE AND RETRY

- By selecting **continue** when the game is over, you can restart the game from the **beginning of the area.**

- If you select **retry,** you will start from the very beginning of the game.

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